

IN THE CLAIMS:

1. (currently amended) A system configured to offer ~~[[a]]~~ wagering events to ~~[[a]]~~ players comprising:

a first game terminal comprising:

a display configured to display wagering event information to a first player;

a player interface configured to receive input from the first player;

a monetary interface ~~or card interface~~ configured to accept a wager from the first player; and

a first terminal interface having a switch configured to ~~communicate with selectively switch signals for the first game terminal display, for the first game terminal player interface, and for the first game terminal monetary interface each of a plurality of gaming components housed within the first game terminal;~~

a second game terminal comprising;

a display configured to display wagering event information to a second player;

a player interface configured to receive input from the second player;

a monetary interface ~~or card interface~~ configured to accept a wager from the second player; and

a second terminal interface having a switch configured to ~~communicate with selectively switch signals for the second game terminal display, for the second game terminal player interface, and for the second game terminal monetary interface each of a plurality of gaming components housed within the second game terminal; and~~

a control module remote from the first game terminal and the second game terminal, the control module comprising:

a memory configured to store machine readable game code for a first game type and a second game type, the first game type different than the second game type;

an audio interface having an input, a first output channel, ~~configured to communicate with the first game terminal~~ and a second output channel, ~~the audio interface configured to communicate with~~ receive control signals at the input and, responsive to receiving the control signals, generate audio signals for transmission to the first game terminal via the first output channel and for transmission to the second game terminal via the second output channel; and

a central processor remote from the first game terminal and the second game terminal and configured to access the memory to execute the machine readable game code to concurrently offer a run the first game type of game to the first player at on the first game terminal and a the second game type of game to the second player at on the second game terminal, and to transmit control signals to the input of the audio interface;

the first game terminal and the second game terminals each lacking a local processor and relying on and sharing the central and remote processor, to execute the machine readable game code for a first game type and a second game type, the first game type different than the second game type, and lacking a processor within each of the terminals

the first terminal interface and the second terminal interface each having a CPU input and an audio interface input, and each comprising a switch configured to selectively route the audio signals from the first or second output channel of the audio interface to a speaker in its corresponding game terminal and to selectively route control or data signals between the central processor and the display, the player interface, or the monetary interface in its corresponding game terminal.

2. (original) The system of claim 1, wherein a display comprises a flat panel touch screen display.
3. (original) The system of claim 2, wherein the flat panel touch screen is configured as the player interface.
- 4-5. (canceled)
6. (currently amended) The system of claim 1, wherein ~~the processor is part of a control module and~~ the control module communicates with the first game terminal and the second game terminal utilizing a universal serial bus connection.
7. (currently amended) A gaming system configured to simultaneously offer a first game type including a first wagering event to a first player and a second game type including a second wagering event to a second player comprising:

a control module having a single processor for controlling the system and configured to execute software code, the software code configured to generate the first and second game types and wagering events;

two or more game terminals remote from the control module, operated by the single processor, ~~of the control module for controlling the system~~ and configured to concurrently present the wagering events generated by the single processor ~~for controlling the system~~; so that the first game type including the first wagering event is presented to a first player at a first game terminal and the second game type including the second wagering event is presented to a second player at a second game terminal, the two or more game terminals each having a terminal interface and each configured to communicate with the control module through at least one communication its respective terminal interface, each ~~of the two or more game terminals having a switch terminal interface~~ configured to communicate with a plurality of gaming components housed within ~~each of the two or more~~ its corresponding game terminal terminals;

~~at least one communication interface connected to the control module~~, the ~~at least one communication~~ the terminal interfaces comprising a switch configured to selectively route signals between the control module and the two or more game terminals to allow the control module to concurrently execute at least two different games configured to send data to and receive data from a first game terminal and a second game terminal to and thereby concurrently provide the first wagering event ~~to a first player at the first game terminal and a the second wagering event to a second player at the second game terminal~~; and

an audio interface having an input, a first output channel, and a second output channel, the audio interface configured to receive control signals at the input and to generate audio signals for transmission to the first game terminal via the first output channel and to the second game terminal via the second output channel plurality of channels configured to communicate with the two or more terminals,

wherein, responsive to the single processor ~~transmits~~ transmitting a signal to the switch, ~~and wherein the switch selectively routes the signal to at least one gaming component of at least one of the game terminals~~ plurality of gaming components and, responsive to the single processor transmitting a signal to the audio interface, the audio interface generates audio signals and selectively routes the audio signals to the first output channel or the second output channel.

8. (currently amended) The gaming system of claim 7, wherein the ~~communication~~ terminal interfaces comprise[[s]] a network interface card.
9. (currently amended) The gaming system of claim 7, wherein at least one of the game terminals comprises a display configured to present a wagering event to a player, a player interface configured to receive input from a player in response to presentation of the wagering event, and a wager acceptor ~~consisting of a wager acceptor~~ selected from the group ~~consisting of~~ comprising a coin acceptor, a bill acceptor, and a card reader.
10. (original) The gaming system of claim 7, wherein the control module comprises a processor, a memory, one or more video adapters and one or more audio interfaces.
11. (original) The gaming system of claim 7, wherein at least one of the game terminals comprises a video adapter.
12. (original) The gaming system of claim 7, wherein the control module and at least one of the game terminals communicate using an Ethernet communication protocol.
13. (original) The gaming system of claim 7, wherein the game terminals are configured as and operate as remotely located player interfaces without use of a network communication protocol.
14. (currently amended) The gaming system of claim 7, wherein ~~the two or more gaming terminals comprise a first gaming terminal and a second gaming terminal and the first gaming~~ game terminal is contained within the same housing as the second game terminal.
15. (currently amended) A method for utilizing and sharing a processor to control two or more game terminals and present two or more games of two or more game types to two or more players, the method comprising:

providing a single shared processor configured to read and execute game code for a first game type and a second game type, the first game type different than the second game type stored on a memory;

executing by the single shared processor the game code of the first game type with the single shared processor to generate a first wagering event of the first type at a first game terminal;

executing by the single shared processor the game code of the second game type with the single shared processor to generate a second wagering event of the second type at the second game terminal;

sending, concurrently, the first wagering event to the first game terminal for presentation to a first player; and sending the second wagering event to the second game terminal for presentation to a second player a switching mechanism;

selectively routing, at a by means of the switching mechanism, the first wagering event to at least one of a plurality of gaming components for presentation at the a first game terminal;

selectively routing, at a by means of the switching mechanism, the second wagering event to at least one of a plurality of gaming components for presentation at the a second game terminal;

transmitting ~~an audio~~ a control signal from the single shared processor to an audio interface having a plurality of channels, each of the plurality of channels configured to communicate with each one of the two or more game terminals;

generating, by means of the audio interface and responsive to the audio interface receiving the control signal, one or more audio signals for output to one or more of the channels;

receiving, concurrently, at the control module input from the first player at the first game terminal in response to the presentation of the first wagering event of the first game type; and receiving, at the control module, player input from the second game terminal in response to the presentation of the second wagering event of the second game type;

wherein the first player may be participating in the first wagering event of the first game type and the second player may be participating in the second wagering event of the second game type at the same time.

16. (currently amended) The method of claim 15, ~~further comprising receiving network~~

~~input from a control module network to which the control module is connected wherein the sending and receiving steps are performed~~ via a network interface card.

17. (currently amended) The method of claim 15, wherein the concurrently sending and the concurrently receiving steps are performed by means of the processor multi-tasks multi-tasking between the first wagering event and the second wagering event to thereby ~~present~~ run the first wagering event and the second wagering event at the same time.

18. (currently amended) The method of claim 15, wherein ~~the control module comprises a personal computer and~~ each game terminal comprises a display and a player interface.

19. (currently amended) The method of claim 15, wherein the sending and transmitting steps ~~comprises sending video signals and audio signals~~ are performed concurrently.

20. (currently amended) The method of claim 15, wherein the ~~control module~~ single shared processor is configured to read and execute game code for simultaneously generate and send ~~wagering events to~~ more than two game ~~types~~ terminals.